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Atty. Dkt. No. ATT 2001-0455

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Original) A method of communicating comprising the steps of:
receiving a communication from a client;
instructing at least one server to begin a bandwidth probe in response to receiving the communication from the client;
receiving results of the bandwidth probe in response to instructing the at least one server; and
sending a redirect message to the client in response to receiving the results of the bandwidth probe.
2. (Original) A method of communicating as set forth in claim 1, wherein the step of receiving the communication comprises receiving an HTTP communication from the client.
3. (Original) A method of communicating as set forth in claim 1, wherein the step of receiving the communication comprises receiving an RSTP communication from the client.
4. (Original) A method of communicating as set forth in claim 1, wherein the step of instructing the at least one server includes communicating instructions to the at least one server.
5. (Original) A method of communicating as set forth in claim 1, further comprising the step of computing throughput in response to receiving the results of the bandwidth probe.
6. (Original) A method of communicating as set forth in claim 1, further comprising the step of computing delay in response to receiving the results of the bandwidth probe.

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7. (Original) A method of communicating as set forth in claim 1, further comprising the step of computing packet in response to receiving the results of the bandwidth probe.
8. (Original) A method of communicating as set forth in claim 1, further comprising the step of selecting a server from the at least one server in response to receiving the results of the bandwidth probe and wherein the step of sending a redirect message to the client is performed in response to selecting the server and in response to receiving the results.
9. (Withdrawn) A method of communicating comprising the steps of:
receiving a start packet;
receiving a train of consecutive packets;
receiving an end packet;
computing time dispersion in response to receiving the start packet, receiving the train of consecutive packets, and receiving the end packet; and
communicating a result in response to computing the time dispersion, wherein a server is selected for access in response to communicating the result.
10. (Withdrawn) A method of communicating as set forth in claim 9, wherein the time dispersion is receiver time dispersion.
11. (Withdrawn) A method of communicating as set forth in claim 9, wherein the time dispersion is sender time dispersion.
12. (Withdrawn) A method of communicating as set forth in claim 9, wherein the train of consecutive packets is compliant with Internet Control Message Protocol (ICMP) echo with ICMP timestamp.

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13. (Withdrawn) A method of communicating as set forth in claim 9, wherein the train of consecutive packets is compliant with ICMP echo with Internet Protocol (IP) Timestamp.
14. (Withdrawn) A method of communicating as set forth in claim 9, wherein the train of consecutive packets is compliant with Transmission Control Protocol (TCP) Push/Reset with sender-based time recording.
15. (Withdrawn) A method of communicating as set forth in claim 9, wherein the train of consecutive packets is compliant with ICMP echo with sender-based time recording.
16. (Original) A method of accessing a server comprising the steps of:
receiving an access request from a client;
instructing a plurality of servers to each operate a bandwidth method in response to receiving the access request, the bandwidth method determining available bandwidth;
receiving a bandwidth indication from each of the plurality of servers;
selecting an identified server in response to receiving the bandwidth indication from each of the plurality of servers; and
redirecting the client to the identified server.
17. (Original) A method of accessing a server as set forth in claim 16, the bandwidth method further comprising;
generating a train of packets from each of the plurality of servers to the client;
receiving the train of packets from the client in each of the plurality of servers;
and
computing bandwidth in response to generating the train of packets and in response to receiving the train of packets.
18. (Original) A method of accessing a server as set forth in claim 17, wherein the step of computing bandwidth further comprises a step of computing throughput.

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19. (Original) A method of accessing a server as set forth in claim 17, wherein the step of computing bandwidth further comprises a step of computing delay.

20. (Original) A method of accessing a server as set forth in claim 17, wherein the step of computing bandwidth further comprises a step of computing packet loss.

21. (Previously Presented) A computer-readable medium having stored thereon a plurality of instructions, the plurality of instructions including instructions which, when executed by a processor, cause the processor to perform the steps of a method of communicating comprising the steps of:

receiving a communication from a client;

instructing at least one server to begin a bandwidth probe in response to receiving the communication from the client;

receiving results of the bandwidth probe in response to instructing the at least one server; and

sending a redirect message to the client in response to receiving the results of the bandwidth probe.

22. (Previously Presented) The computer-readable medium of claim 21, wherein the step of receiving the communication comprises receiving an HTTP communication from the client.

23. (Previously Presented) The computer-readable medium of claim 21, wherein the step of receiving the communication comprises receiving an RSTP communication from the client.

24. (Previously Presented) The computer-readable medium of claim 21, wherein the step of instructing the at least one server includes communicating instructions to the at least one server.

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25. (Previously Presented) The computer-readable medium of claim 21, further comprising the step of computing throughput in response to receiving the results of the bandwidth probe.

26. (Previously Presented) The computer-readable medium of claim 21, further comprising the step of computing delay in response to receiving the results of the bandwidth probe.

27. (Previously Presented) The computer-readable medium of claim 21, further comprising the step of computing packet in response to receiving the results of the bandwidth probe.